

RICOCHET

The object of the game is to blast the floating Puckstar into your opponents territory.

Use your Laser to fire the energy bolts at your Puckstar.

Joystick and Keyboard control.

Player v Computer or Player v Player.

Customise your own game.

Set your own game parameters and change:

Goal Size.

Gravity.

Collision Mode.

Energy Bounce.

Initial Energy.

Inertia.

Number of Goals, etc.

Press E to change to menu.

Keys Q . A . ENTER .

9 . 6 . ENTER . NUMERIC PAD .

This game can also be played on two joysticks, using the Amstrad Twin Joystick.

LOADING INSTRUCTIONS AMSTRAD CP 464

1. Turn on computer.
2. Place cassette in data recorder.
3. Rewind cassette to beginning.
4. Press CTRL and small ENTER keys simultaneously. The computer will respond by displaying "PRESS PLAY THEN ANY KEY".
5. Press play on your data recorder then press a key, your program will now load.